



BACKGROUNDS OMNIBUS

DUNGEONS  DRAGONS

An expanded array of backgrounds
for the world's greatest roleplaying game

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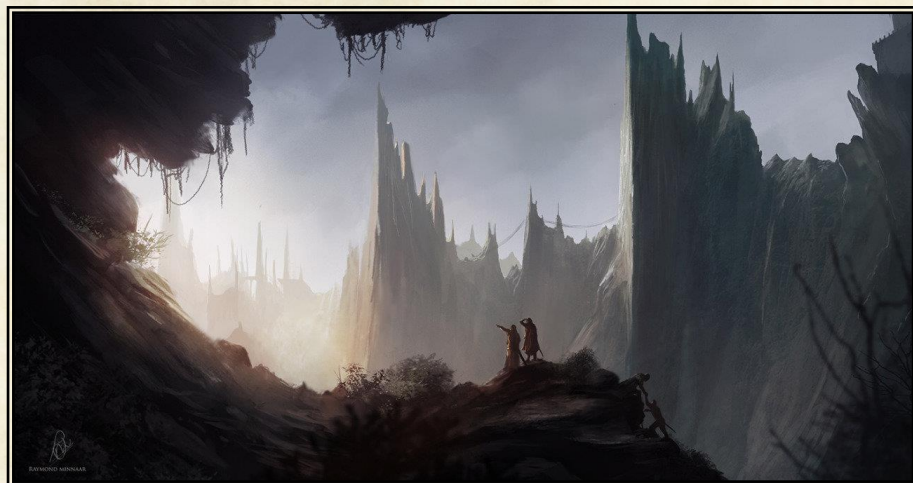
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ON THE COVER

Raymond Minaar illustrates a party of adventurers venturing to the easternmost spire of K'laxanak, the abandoned Illithid city.

Disclaimer: zeek0 is not responsible for identity confusion, mad cackling, uncomfortable feelings of regret, outbursts at the indignity of it all, or a low grumbling. In the event of loss of will to go on please find your nearest magnificent vista, divine vision, strapping lad, or buxom lass to inspire you to continue your quest. Please do not contact the spirits (via constellations, entrails, mirror, or other means) in regards to any mild purring – this is an intended feature.

Version 2.3

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ADVENTURER

Brave deeds and danger are nothing new to you. Due to the circumstances of how you were raised, you have been involved with wandering heroes for most of your life. Maybe you were part of an adventuring band previously, but split with them after a disagreement or tragedy. Or, perhaps you worked around heroes in a lesser role for most of your young life, and you are now ready to graduate to the front lines.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Choose one from herbalism kit, navigator's tools, or thieves' tools

Languages: One of your choice

Equipment: 50 feet of rope, a small knife, a common monster part (such as an orc tusk or kobold claw) engraved with the name of a fellow adventurer, a set of traveler's clothes, and a belt pouch containing 10 gp.

FEATURE: GUILD MEMBERSHIP

You are an established and respected member of an explorer's, bodyguard's, archeologist's, or other guild that employs adventurous types, allowing you to rely on certain benefits that membership provides. If you are in a town with a headquarters for your adventurer's guild and you are in good standing with the guild, you will be allowed to look at the job postings and find adventuring work to earn money.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

VARIANT: COMMUNITY SUPPORT

Some adventurers don't have the benefit of a larger organization to back their actions, but do have the support of their people or communities. If this is the case, you can choose the Local Hero feature (see sidebar) instead of the Guild Membership feature.

VARIANT FEATURE: LOCAL HERO

Thanks to actions of you or your former adventuring party in the past, you are considered a local hero in a certain town, city, or region. While in this settlement, the locals will be willing to support you and your friends at a modest lifestyle, unless you have shown yourself to be a danger to them. They will help you in reasonable ways, but will not risk their lives for you.

SUGGESTED CHARACTERISTICS

Adventurers are well adjusted to life on the road. They are often comfortable doing dangerous things, such as dungeoneering and fighting. They can stay level-headed in the face of danger, but may not be well adjusted to other parts of life.

d8 Personality Trait

- 1 I can't bring myself to ignore a cry for help.
- 2 I hold onto every mildly interesting item I find, in case it comes in handy someday.
- 3 After all the strange things I've seen in my travels, nothing can surprise me.
- 4 I spit and laugh in the face of danger.
- 5 Giving up is never an option for me.
- 6 I feel more at home in monster-infested dungeons than in civilized society.
- 7 I fill silence with wacky stories about my past misadventures, which may or may not be exaggerated.
- 8 My sense of humor is as dark and grim as the dungeons I explore.



d6 Ideal

- 1 **Adventure.** All I want is to travel the world and see amazing things. (Any)
- 2 **Heroism.** I am dedicated to helping people in need. (Good)
- 3 **Order.** I use my power to save the world from the forces of chaos and create a better one in its place. (Lawful)
- 4 **Excitement.** An ordinary life is boring; I'd rather travel around and find trouble. (Chaotic)
- 5 **Power.** The more powerful enemies I defeat, the stronger I become. (Neutral)
- 6 **Legacy.** I want to go down in history as a brave, powerful hero. (Any)

d6 Bond

- 1 I have sworn to hunt down the monster or villain who killed my former adventuring party.
- 2 My adventuring party means the world to me. Everything else comes second.
- 3 I carry with me a strange artifact that I found in a dungeon, but I don't know what it's for.
- 4 I adventure in order to bring honor (or money) to my family.
- 5 There is a faraway place I've always wanted to visit, and I won't stop until I make it there.
- 6 All I want is to make the ones who trained me in the way of adventuring proud.

d6 Flaw

- 1 I default to solving problems with violence even when it's unwise or immoral.
- 2 I expect to be lavished with praise and attention whenever I do my job, and I become irate when no one acknowledges my heroism.
- 3 I could never trust a member of the evil races.
- 4 Waiting around makes me antsy. I'd rather do something stupid than do nothing at all.
- 5 My habit of looting dungeons makes me swipe things I shouldn't.
- 6 A monstrous enemy I faced in the past still leaves me quivering with fear.

BARKEEP

Sometimes you want to go where everybody knows your name and they're always glad you came. As a barkeep, you're a charismatic fellow that knows how to deal with people. Whether you're the life of the party or simply an ear

for someone who needs advice, people from all walks of life are drawn to your trustworthy nature.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Brewer's supplies

Languages: One of your choice

Equipment: Common clothes, brewer's supplies, and a belt pouch containing 15 gp.

FEATURE: SOCIAL LUBRICANT

You have no trouble finding and getting into places that serve drinks. While drinking in a social establishment, strangers take a liking to you and feel comfortable enough to share gossip.

SUGGESTED CHARACTERISTICS

A barkeep's demeanor ranges from jovial to downright rude. Regardless, all barkeeps know how to take care of business—they break up fights, kick out drunk patrons, and offer honest counsel to people down on their luck.

d8 Personality Trait

- 1 I'm always looking for a good time with good company.
- 2 I earnestly enjoy offering advice.
- 3 Even in a social atmosphere, I always feel alone.
- 4 I live vicariously through the people I meet and the stories I hear.
- 5 I'm everyone's outlet but sometimes I just want to punch them in their thoughtless faces.
- 6 If you're looking for a fight, I'll give you one.
- 7 I know how to calm people down, but I also know how to rile them up.
- 8 It's not all fun and games. Business needs to run smoothly, whatever that might be.



d6 Ideal

- 1 **Cheer.** Spreading joy is my passion. (Good)
- 2 **Guidance.** It's our duty to help others. (Lawful)
- 3 **Legacy.** We have only one chance to write our story. Do what you will and make it count. (Chaotic)
- 4 **Manipulation.** Drunk people are the most vulnerable and can easily be taken advantage of. (Evil)
- 5 **People.** It's always good to meet and connect with new people. (Any)
- 6 **Honesty.** If I call you an asshole, it means I like you. (Any)

d6 Bond

- 1 My tavern means everything to me. It brings back important memories from my past.
- 2 Brewing is my craft. My art brings people together.
- 3 The regular patrons of my tavern are like family to me.
- 4 I want to be successful. Whatever it takes.
- 5 Alcohol is all I need, and sometimes all I want.
- 6 I've met so many people while staying in the same place. I need my own story to tell.



d6 Flaw

- 1 I can always go for another round. The gutter is my second home.
- 2 I judge people that don't drink to be antisocial and untrustworthy.
- 3 Party animals and depressed people make me feel bitter about my life.
- 4 Whenever life gets hard, I drink my problems away.
- 5 I need to know everyone's story.
- 6 I curse more than a fucking sailor.

BEAUTY

You have the kind of face that can launch a thousand ships. Everywhere you go you turn heads, whether you want to or not, and it has always been easy for you to scrape by on your appearance alone. Perhaps you worked a job where looking nice was the highest requirement, like selling clothing or attracting customers to a business; or perhaps you didn't work a profession at all, and were chosen to be a courtier, paramour, or trophy spouse of someone significant. And, perhaps you became an adventurer to get away from all that.

Skill Proficiencies: Persuasion, Performance

Languages: Two of your choice

Equipment: A set of fine clothes, a hand mirror, a token of affection from an admirer, a makeup palette or shaving kit, and a purse containing 15 gp

UNCOMMONLY STUNNING

While some are naturally beautiful, others gain their beauty from another source. Work with your DM to determine the nature of your beauty, or roll on the table below.

d6 Source of Beauty

- 1 I was given a divine blessing as a reward or tool to help me complete a quest.
- 2 I or my parents made a deal with a devil or other supernatural force.
- 3 A spirit granted a wish for me to be beautiful – but there was a twist.
- 4 My appearance was altered by a powerful spellcaster.
- 5 I am of average beauty, but I have exceptional talent with makeup.
- 6 Good genetics and dumb luck.

FEATURE: ENCHANTING APPEARANCE

Your appearance causes people who aren't already aggressive or hostile towards you to treat you differently. They will be more willing to interact with you or give you special treatment, especially if they are inclined to be attracted to your gender.

However, your interactions are more likely to be misinterpreted as flirtatious. Those who are helping you may attempt romantic overtures, and will be upset if you reject them. Those who see your beauty as a threat may treat you with hostility.

SUGGESTED CHARACTERISTICS

Whether you revel in your own beauty or you are annoyed at the way others treat you, your appearance shapes the way you think and behave.

d8 Personality Trait

- 1 There's no shame in using charm to get my way.
- 2 What with the impractical outfits I wear into battle, it's a wonder I'm still alive.
- 3 I jump at the chance to give anyone a makeover.
- 4 I go to great lengths to disguise myself to stay unnoticed.
- 5 I'm worried my looks intimidate people. I don't think I'm better than you, I swear!
- 6 I strike a pose at any opportunity, even in the midst of battle. I don't realize I do this.
- 7 I am stubbornly oblivious about my own attractiveness.
- 8 I can't stand grime, so I clean myself obsessively.

d6 Ideal

- 1 **Beauty.** I want to be the embodiment of all that is beautiful. (Any)
- 2 **Fun.** I want to see how much my looks will let me get away with. (Chaotic)
- 3 **Control.** I gleefully manipulate others to get my way. (Evil)
- 4 **Inspiration.** I want my presence to uplift those around me. (Good)
- 5 **Expectation.** I will be exactly what society wants and needs me to be, in fashion and behavior. (Lawful)
- 6 **Aspiration.** I want to be as beautiful on the inside as I am on the outside. (Good)

d6 Bond

- 1 I am a close consort to a monarch or noble and I will do whatever I can to honor them.
- 2 I am a representative of an organization, hired to advertise them across the known world.
- 3 No one takes me seriously as an adventurer because I'm so 'high maintenance'. I will prove them wrong.
- 4 An evil person took advantage of me when I was young and naïve, and I want revenge.
- 5 I seek immortality so that I may stay young and beautiful forever.
- 6 A wealthy family only saved me from poverty because of my beauty, but I still owe them my life.

d6 Flaw

- 1 My looks are superior, so I must be superior in every other way.
- 2 Sometimes, my fear of soiling my beauty keeps me from taking risks and doing dirty work.
- 3 I expect other people to do things for me.
- 4 I have been used too many times for trust to come easily.
- 5 I waste my money on luxuries and pampering.
- 6 I could stare at myself in the mirror all day.

CAREGIVER

You are a guardian of your society's youngest and most vulnerable members. As a parent, teacher, chaperone, orphanage worker, or bodyguard, you've learned to handle stress, work with others, and stay ever-vigilant.

Work with your DM to determine the role children play in your life as an adventurer. What was the nature of your relationship? If your charges are still dependent on you, where are they now? If not, why? Were they privileged or poor, and did you share this lifestyle? Why do you venture into environments hostile to children?

Skill Proficiencies: Insight and Perception

Tool Proficiencies: One gaming set or musical instrument

Languages: One of your choice



Equipment: A set of fine or common clothes, any one gaming set or musical instrument you are proficient with, a handmade gift from a child you raised, and a belt pouch containing 10 gp.

FEATURE: SUFFER THE CHILDREN

Your ability to patiently handle minors sets you apart from most adventurers, and is disarming to strangers. You can easily extract child-related information from parents and teachers. Those that witness you interacting with children will be more willing to offer aid or ask for your help, especially if they care for children themselves.

SUGGESTED CHARACTERISTICS

For better or worse, the lives of child caretakers are defined by their relationships with their charges.

d8 Personality Trait

- 1 I'm a hardened multi-tasker, and can quickly adapt to anything life throws at me.
- 2 I constantly police the language of others, and can't stand vulgarity. Think of who could be listening!
- 3 People assume I'm a harsh disciplinarian, but deep down I'm as soft as butter.
- 4 I reluctantly 'parent' my companions. Who else would be the responsible one?
- 5 Having spent years caring for the helpless, I tend to over-explain concepts and patronize others.
- 6 I believe I know what's best for my child, and openly question the parenting decisions of strangers.
- 7 Youngsters flock to me but truthfully, I can't stand them.
- 8 I love feeling like others depend on me.

d6 Ideal

- 1 **Knowledge.** We can learn as much from our young as they can from us. (Any)
- 2 **Freedom.** I savor the time I don't have to worry about others. (Chaotic)
- 3 **Love.** Nothing is more precious than the connection between parent and child. (Good)
- 4 **Understanding.** People are shaped by the environment they were raised in. No one is inherently good or evil. (Neutral)
- 5 **Responsibility.** We must strive to create a safer world for our young. (Lawful)
- 6 **Manipulation.** Children's minds are the easiest to mold and their hearts the easiest to lead astray. (Evil)

d6 Bond

- 1 My child was taken from me, and I won't rest until I bring them back home.
- 2 Everything I do, I do to ensure my family leads a good life.
- 3 I regret all the years I wasted caring for ungrateful whelps. Now, it's all about me.
- 4 I grew up an orphan, scared and alone. I will do whatever I can do to prevent others going through the same experience.
- 5 I'm haunted by the memories of the child that died in my care. I'm traveling to start that life afresh.
- 6 I abused my authority as a caretaker, and fear reprisal from the law.

d6 Flaw

- 1 Secretly, I enjoy taking out my frustrations on those who cannot fight back.
- 2 I will do, say, or promise anything to stop someone from crying.
- 3 If I'm asked a difficult question, I will give a simple lie instead of a complicated truth.
- 4 I have little respect for those who aren't parents or child caretakers.
- 5 When I'm distracted, I'm liable to talk to adults as if they were children. Particularly if they're short.
- 6 Whenever I'm freed of my responsibilities, I go *wild*.

CARTOGRAPHER

Governments, rebel groups, and merchant empires – all need maps to exert control and influence. You bring order to uncharted lands by transcribing their details with quill and parchment, thus offering creating a measure of power where there once was none. Perhaps you are drawn by the unfound, or you simply seek to bring order from chaos. Whatever your aims, a cartographer is an agent of discovery and control.

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: Cartographer's tools

Languages: One of your choice

Equipment: A set of traveler's clothes, cartographer's tools, a scrap of a map to a place you have never been, and a coin purse containing 10 gp.

FEATURE: SURVEYOR'S EYE

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, your eye can immediately determine with great accuracy a question of quantity, distance, or rate in your immediate environment.

SUGGESTED CHARACTERISTICS

Cartographers are defined by their life of travel and discovery.

d8 Personality Trait

- 1 I don't feel that I've truly understood something until I make a record of it.
- 2 I take great artistic pride in my work, often times preferring style and beauty over substance.
- 3 I'm driven by a wanderlust that led me away from my native land.
- 4 I am very passionate about my work – I once stabbed a man over an argument about proper map projection.
- 5 I've gained much perspective from my travels in faraway lands, and sometimes my native culture scarcely feels like home.
- 6 I like thorough definitions, sure things, and exacting clarity.
- 7 I'm not lost – I am exploring.
- 8 Discovery and the use of resources for my people are of higher concern than people or creatures native to that land.

d6 Ideal

- 1 **Awe.** The wide world holds many incredible and beautiful places, and I'm happy to share these places with others. (Good)
- 2 **Adventure.** I am driven to discovery by a desire for new experience and excitement. (Chaos)
- 3 **Greed.** With discovery comes resources, and I stand to gain more than anybody. (Evil)
- 4 **Civilization.** Civilization and innovation propels us forward, and barbarism only holds us back. (Lawful)
- 5 **Excellence.** In all things, I take a certain pride in a job well done and mastery of one's work. (Any)
- 6 **Truth.** Things must be represented the way they truly are, with no room for embellishment or obfuscation. (Neutral)

d6 Bond

- 1 My entire life has been spent looking for a place now lost to antiquity.
- 2 I once completed a set of maps which I will never give to the client who commissioned them.
- 3 I have a special love for the lands which I have surveyed, and I would fight for their preservation.
- 4 I am an established and respected member of my guild, and I value the esteem of my peers very highly.
- 5 I am obsessed with finding a new passage through the mountains or seas, and I have a few ideas about how to do it.
- 6 The marking of one location is absent from every map I make, because no one must learn of that place's true whereabouts.

d6 Flaw

- 1 I tend to look at the bigger picture, and often overlook the small details.
- 2 I am easily distracted by the promise of information.
- 3 I am much more concerned with my legacy and prestige than the accuracy or quality of my work.
- 4 If I don't deem something important, I ignore it entirely.
- 5 I can't seem to put down roots, and I get anxious about being in one place for long.
- 6 I look down on people who have never travelled more than a few miles from where they were born.



CHOSEN ONE

You are destined for something greater—at least, that is what everyone says. You were raised under the assumption that you were fated to fulfill some ancient prophecy. The pressure to meet the impossible expectations set upon you is immense.

Skill Proficiencies: History, Religion

Languages: Two exotic languages of your choice

Equipment: A set of common clothes, a copy of the prophecy you are named to fulfil, a talisman from the god or other being that chose you, a journal, and a pouch containing 15 gp

PREDESTINY

It has been determined that you are the fulfillment of a prophecy. Discuss the contents of the prophecy with your DM, how it might play into your campaign, if it's true, and what your character thinks of their mission, or roll on the table below.

d6	I will...	d6	Using...
1	Save the world from a dark, evil force	1	My cunning, skill, and determination.
2	End a major war or other ongoing conflict	2	The power of some abstract virtue (i.e. love, honor, trust).
3	Free an oppressed people and raise them to glory	3	An ultimate power I'm only beginning to understand.
4	Bring spiritual salvation	4	An unstoppable weapon only I can wield.
5	Cause the end of the world	5	My own death.
6	The prophecy doesn't mention what I'll do	6	The prophecy doesn't mention how I'll do it.

FEATURE: MARK OF THE CHOSEN

You have an unusual physical feature that marks you as the chosen one, such as a strange birthmark, odd scar, or unnatural hair or eye color. It is in a visible place, noticeable by most people unless you cover it.

People familiar with the prophecy recognize you immediately. If they believe in and support your quest, they will be more willing to help you, as long as it doesn't put them in danger. They also might ask you to help them with their own problems using your supposed power. If they are against your quest, they will treat you with hostility and may even attack you outright.

SUGGESTED CHARACTERISTICS

The chosen reach adulthood with the weight of the world on their shoulders. Believing that they are destined for great things could bolster their confidence or plague them with doubts.

d8 Personality Trait

- 1 As an important figure and potential role model, I must hold myself to high standards.
- 2 Destiny is on my side, why shouldn't I be optimistic?
- 3 My quest is serious. I have no time for revelry or games.
- 4 I carry myself with sureness and confidence, whether I feel that way or not.
- 5 They must have found the wrong person – I can't be the chosen one.
- 6 I've been practicing dramatic speeches in preparation for my final confrontation.
- 7 I feel responsible for the lives of everyone I meet.
- 8 I don't like people knowing I'm the chosen one. It's uncomfortable when they recognize me.



d6 Ideal

- 1 **Destiny.** I will do whatever is foretold, no matter how difficult. (Lawful)
- 2 **Heroism.** I must help the world at any cost to myself. (Good)
- 3 **Fame.** I am special, and I want everyone to know of my great deeds. (Any)
- 4 **Free Will.** To the hells with the prophecy; I do what I want. (Chaotic)
- 5 **Power.** When I acquire the power I am destined to wield, I will rule everything. (Evil)
- 6 **Normalcy.** I avoid my quest or seek to finish it because I wish to return to a normal life. (Any)

d6 Bond

- 1 I do great deeds to bring honor to my family name.
- 2 I keep a copy of the prophecy close to me and study it most every night.
- 3 If I don't succeed, my homeland will be doomed.
- 4 My teacher gave me everything to prepare me for my quest, and I will not let them down.
- 5 I am fated to meet my soulmate on my quest. I look forward to it.
- 6 I place my life in the hands of the god or other being who chose me.

d6 Flaw

- 1 The great good I do in the future will outweigh any evil I do now.
- 2 The prophecy is very vague, and I don't really know what I'm doing.
- 3 If I'm fated to do this great thing, nothing can kill me before then! Right?
- 4 I care more about taking advantage of my reputation than living up to it.
- 5 I fear I am too much a coward to do what I must do in the end.
- 6 My quest is far more important than any of the petty goals other people have.

CLOCKMAKER

You are an agent of control, creating devices in an attempt to bring time to bear. Be it by sundial, hourglass, or mechanical contrivance, time cannot be stopped, but can be held to measure and consideration. The making of timepieces requires manual adroitness and extreme attention to detail.

Most clockmakers never take up the mantle of adventurer, preferring to create and mend devices in the safety of their workshops. Did you seek to impose order on more than the gadgets in your workshop? Or was your ordered world suddenly upturned, and you seek to learn more of chaos?

Skill Proficiencies: Choose two from History, Investigation, Perception, and Sleight of Hand

Tool Proficiencies: Tinker's tools

Languages: One of your choice

Equipment: Clockmaker's tools, a pocket watch or other timepiece of exacting design, traveler's clothes, and a belt pouch containing 15 gp

FEATURE: INTERNAL CLOCK

Your intimacy with timepieces has given you an innate understanding of time. You can immediately determine if a timepiece is slow or fast, and how to fix a problem should it exist. In addition, you do not need a timepiece to tell time, and you can determine with perfect accuracy the interval between two events.



SUGGESTED CHARACTERISTICS

Clockmakers are wrought by their fascination with regularity and mechanical substance.

d8 Personality Trait

- 1 I believe that for every event there is a cause and an effect.
- 2 When faced with a problem, I break it down to the constituent parts in an attempt to understand it.
- 3 I prefer my workshop and a fine timepiece to garish parties and other displays.
- 4 I am very aware of my own mortality.
- 5 I plan out my goals step by step, relentlessly pursuing them to their end.
- 6 My daily life is structured and scheduled so that I know what to do at every hour.
- 7 I'm quite tickled by riddles that have 'time' as the answer, and I keep a few tucked away for social occasions.
- 8 I'm a snob who looks down on those who can't appreciate fine art.

d6 Ideal

- 1 **Unity.** When people freely work together and in concert, they can accomplish great things. (Good)
- 2 **Accord.** The world must be ordered and arranged, all the parts put into place. No matter how many people get in the way. (Evil)
- 3 **Efficiency.** Controlled actions performed at the right time are the best way to meet one's goals. (Lawful)
- 4 **Excellence.** Quality and precision are the watchwords of any good life. (Any)
- 5 **Destiny.** There is a divine order to the universe, set in motion since the beginning of time. All people are but pieces in that order. (Lawful)
- 6 **Elegance.** True beauty builds upon substance and extends beyond that to intricacy, and splendor. (Any)

d6 Bond

- 1 I have constructed many town timepieces, and I hold myself responsible for the care of every one of them.
- 2 I have a sweetheart waiting for me in my hometown, but I know that they won't wait forever.
- 3 I owe my mentor a great debt for forging me into the person I am today.
- 4 Like a great clock, the world is winding down. I left my workshop because it must be rewound once more.
- 5 The workshop where I learned of clockmaking is the most important place in the world to me.
- 6 There was a beautiful order to my world, until someone broke it. I will hunt them down and break them.

d6 Flaw

- 1 I am inured to emotions, and when others use them to make decisions I am unsympathetic.
- 2 I'm severely unnerved by disorder. I greatly prefer the regularity of cogs and grains of sand.
- 3 If I can't see the deductive chain between two ideas, I dismiss all other methods of knowledge.
- 4 I treat the people around me like irregular clocks that need to be tuned.
- 5 I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.
- 6 I like to schedule out the activities for all the people around me, just so everything stays in its proper order.

CULTIST

Once, perhaps not too long ago, you served alongside your fellow neophytes. You worshiped a dark creature or eldritch god, performed sacraments, and adorned yourself with the suitable tattoos or ceremonial scars. You basked in this dark glory with your fellows, feeling the clarity of purpose that comes with service to a higher power.



You may still serve your cult, or you left them behind in your search for other things. In either case, you have been marked by your connection to dark cults.

Skill Proficiencies: Deception, Religion

Tool Proficiencies: Poisoner's kit

Languages: One of your choice

Equipment: Lightly tattered robes, a symbol of devotion, a blasphemous holy text, a curved ritual dagger, a poisoner's kit, and a small pouch containing 5 gp.

CHANGE OF HEART

Many adventurers used to be cultists, leaving behind that life in search of new or different things. Work with your DM to determine what caused you to break from your cult, or roll on the table below.

d8 Change of Heart

- 1 I witnessed a particularly gruesome rite and ran for my life.
- 2 I botched a ritual which slaughtered other members of my circle. Only I survived.
- 3 I asked the wrong kind of questions. The others planned to sacrifice me, but I escaped.
- 4 Adventurers hunted down my brethren, and only I was able to escape.
- 5 The other cultists disappeared through a portal to a land of unspeakable horrors. Terrified, I stayed behind.
- 6 The others took their own lives to ascend. I could not.
- 7 I no longer believed in what we were doing. It seemed wrong, somehow.
- 8 A friend or family member rescued me, taking me away by force.

FEATURE: SECRET SIGNS

You know the secret symbology of your cult, which is used by members to identify themselves to fellow adherents. Some influential persons or townsfolk may be members of your cult, and with a subtle gesture or hand sign you can discern who follows the ways of your dark patron.

Cloisters of your cult may be hidden in different towns. These signs can identify such cloisters, and if they are still active the adherents there may feel obliged to provide you and your companions with food and lodging.

SUGGESTED CHARACTERISTICS

A cult washes away doubt and instills faith; this simple fact reverberates all throughout a cultist's life. Even if a cultist has forsworn their service, they are still deeply affected by their old life.

d8 Personality Trait

- 1 Everything is a sign of coming doom. Every. Single. Thing.
- 2 The world outside is so exciting! Now I can do everything the dark lord forbid, like drinking wine, or wearing shoes!
- 3 If I'm not stopped, I will openly reminisce about my old days in the cult all day long.
- 4 I can't help but check my cult's holy scriptures for advice about any given situation.
- 5 It's no big deal; it's not the end of the world. That's not for another five years, three months, ten days, twelve hours...
- 6 I'll happily inform those I meet of the many ways in which they are being heretical.
- 7 I hate my cult for what they made me do and what they made me become.
- 8 The dark lord used to order us to do everything, and it's a little hard for me to live without that structure.

d6 Ideal

- 1 **Loyalty.** One must commit themselves to their beliefs unwaveringly. (Lawful)
- 2 **Redemption.** I believe that evil deeds can be repented. I must believe. (Good)
- 3 **Independence.** I'll never be bound in servitude again. (Chaotic)
- 4 **Power.** My dark patron holds power, but I plan to be stronger than they'll ever be. (Evil)
- 5 **Secrets.** The lore of my cult is historically important, and I must preserve it. (Neutral)
- 6 **Revision.** My cult's holy book is wrong. I must learn about the outside world, and fix the book's errors. (Chaotic)

d6 Bond

- 1 I must discover the truth behind the entity I worshipped, even if it kills me.
- 2 I yearn to reconnect with the people from my life before the cult.
- 3 I must free other people from unwitting service to dark masters.
- 4 A monstrous, immortal guardian of the cult is hunting me. I pray it never finds its prey.
- 5 I sold my soul in service to dark powers, and now I seek to reclaim it.
- 6 The day of reckoning is coming, and my knowledge is the key to stopping it.

d6 Flaw

- 1 If I ever had the chance, I'd definitely rejoin my cult.
- 2 I'm a little too into blood sacrifice.
- 3 Knowledge is more important than sanity.
- 4 I'm often more interested in than frightened of abominable eldritch monsters.
- 5 I'm too willing to follow orders without thinking.
- 6 Murder was significantly less frowned upon by the cult than it is in the outside world.

DISPLACED

You don't belong in this world. You come from an alien realm where magic doesn't exist, technology is far more advanced, and the adventures you now face are confined only to fiction.



Consider how long you have been in this world, and how you managed to procure the powers associated with your class. Have you been stuck here for years, learning the ways of this world as a means to survive? Did you appear not only in an unfamiliar place, but an unfamiliar body? Think about your previous life, what skills you have, and how you apply these to your new life.

Skill Proficiencies: Any two skills that are not Arcana, History, or Religion

Tool Proficiencies: Two of your choice from any artisan's tools (except alchemist's supplies), any musical instrument, or any gaming set

Equipment: A communications device with no power, a wallet with a dozen banknotes of a currency not accepted in this world, a ring of keys, a set of strange clothes, and a pouch with 10 gp

FEATURE: MODERN KNOWLEDGE

Though you came to this world without a copper piece to your name, the advanced knowledge you brought with you has given you something of value to offer. You are well versed in a field that is farther advanced in your world than the one you are in now. You could be well educated, but even a basic education in some places of your world is extraordinary in this one.

To make a life for yourself, you have contributed your knowledge to some organization in this world. You may have taught a cult the secrets of calculus, or instructed a blacksmith's guild in how to make stronger steel. The organization considers itself indebted to you for your contribution, and is willing to support you at a modest lifestyle. They consider you a member of their organization, although you may have to pay monthly dues to gain the full benefits of membership.

The technology you introduce may cause disruption in the world and its balance of power. Work with your DM to determine what impact your knowledge has on the world, if any.

SUGGESTED CHARACTERISTICS

Displaced characters are strangers in a strange land. They might see this as a call to action to become a hero like in the stories they grew up with, or they may only care about making it out alive. In any case, they are defined by a culture that those around them can't come close to relating to.

d8 Personality Trait

- 1 I'm taking this predicament as a chance to reinvent myself and be a better, stronger person.
- 2 I have trouble pronouncing all these weird fantasy names.
- 3 Back home I was a nobody, so I'm amazed whenever I pull off something crazy and heroic.
- 4 When someone asks me where I'm from, I tell the truth. They never believe me.
- 5 I frequently make pop culture references that no one else understands.
- 6 I channel my favorite fictional hero in battle to give myself courage.
- 7 Since I'm *clearly* the protagonist in an isekai anime, I frequently flirt with the natives to get my harem started.
- 8 I hate camping.

d6 Ideal

- 1 **Heroism.** Now that I have the power to be a hero, I want to use it for good. (Good)
- 2 **Fun.** While I'm here, I might as well explore and go on crazy adventures (Chaotic)
- 3 **Domination.** With my modern mind and technology, I will bring this barbaric world to its knees. (Evil)
- 4 **Discovery.** The mysteries of this new world never cease to amaze me. (Any)
- 5 **Progression.** This place has some backwards attitudes and political systems, and I plan to bring everyone up to my modern standards. (Lawful)
- 6 **Safety.** I don't want to die! (Neutral)

d6 Bond

- 1 I will do whatever it takes to get back home.
- 2 I try my best to be a representative from my world that my people could be proud of.
- 3 Magic fascinates me and I want to understand how it works, perhaps scientifically.
- 4 I want to build a life for myself that is comfortable as what I enjoyed in my own world.
- 5 The friends I've made in this world mean more to me than the ones I had back home.
- 6 I owe my life to the kind people who took me in after I arrived in this world.

d6 Flaw

- 1 I cower in the face of real danger.
- 2 I'm convinced that I'm delusional, and that nothing I do in this world really matters.

- 3 I don't know how to research anything without the help of the internet.
- 4 I make up stories about who I am and where I'm from to avoid questioning, and I've lost track of all my lies.
- 5 My survival instincts leave much to be desired.
- 6 I haven't adjusted to the lower standard of living in this world well, and I'm easily won over by the promise of luxuries.

DOCTOR

You are a well-trained and studied healer, sworn to cure the ailing and mend the wounded. Your talents may bring you fame and renown, or you might be regarded with suspicion by common people.

When you choose this background, work with your DM to determine the role and prominence of doctors in the world. Is medical knowledge of your kind rare? Are there institutions that teach such healing, and if so where? Were you self-taught, apprenticed to a village healer, or educated in a medical academy?

Skill Proficiencies: Medicine, and one from Arcana, Nature, or Religion

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A piece of doctor's equipment (such as a scalpel, pouch of aromatic herbs, or a small mirror), a healer's kit, a token of appreciation given to you by a patient, at set of traveler's clothes, and a belt pouch containing 15 gp.

SPECIALTY

As a doctor, you likely specialize in a particular field and manner of medicine. Choose one specialty, or roll on the table below.

d10	Specialty	d10	Specialty
1	Apothecary	6	Herbalist
2	Battlefield medic	7	Nurse
3	Dentist	8	Surgeon
4	Spiritual Healer	9	Veterinarian
5	Medical Arcanist	10	Psychologist

FEATURE:HOUSE CALLS

Your talents make you highly sought after, particularly in regions or communities with little access to medicine. Those who recognize you as a doctor may request your services, and may offer you a reward in return should you choose to provide them. You might be able to receive free or discounted food and lodging, or gain access to normally off-limits locations by leveraging your position as a doctor if your services are needed.

SUGGESTED CHARACTERISTICS

Doctors are defined by their ability to give succor to the pained and strength to the wounded. All doctors are united by their desire to cure the ailing, although some view this ability as a means to an end instead of a gift in and of itself.

d8 Personality Trait

- 1 I am sympathetic to anyone in pain.
- 2 I have a tendency to become focused on my work to the exclusion of everything else.
- 3 I like to explain my theories of medicine to anyone who will listen.
- 4 I have seen too much horror to be affected by scenes of suffering.
- 5 I am skeptical of magic, and instead I trust in the sciences.
- 6 When someone is injured, I will drop all other responsibilities to tend to them.
- 7 I am constantly taking note of potential signs and symptoms in the people I meet.
- 8 I take every opportunity I can get to wash my hands.



d6 Ideal

- 1 **Empathy.** All I care about is the relief my skills bring to others. (Good)
- 2 **Change.** Those who seek to cure must be as adaptable as those who seek to harm. (Chaotic)
- 3 **Respect.** The sick and dying deserve to be treated with dignity. (Good)
- 4 **Greed.** Those in need of my services will pay through the nose to get them. (Evil)
- 5 **Efficiency.** I must not let my emotions cloud my ability to do my job. (Lawful)
- 6 **Preservation.** Life must be preserved by any means. (Any)

d6 Bond

- 1 I'll always remember the place where I learned my medical skills.
- 2 Nothing is more important than my patients.
- 3 I am working on a cure for the plague that decimated my home.
- 4 Someone I loved died of an illness. I want to spare others from the same fate.
- 5 I am compiling my medical discoveries in a series of tomes, which I hope will educate future generations.
- 6 I have a terminal disease and I am trying to find a cure before it's too late

d6 Flaw

- 1 I am haunted by the memories of every patient I could not save.
- 2 I use hard drink to numb myself to stress.
- 3 I am disgusted by the body's potential for filth and disease.
- 4 I make more mistakes than I should, a fact that I hide from even myself.
- 5 I have a propensity to see my patients as opportunities instead of people.
- 6 I am hesitant to injure others, even in self-defense.

FALLEN

You were once a being of greater power, and possessed magic beyond what mortals imagine. You were prayed to for guidance and miracles, or had worshippers among many peoples. Then you fell – you angered a powerful deity, touched a corrupted artifact, or underestimated a group of mortals. You are now reduced to a mere mortal, vulnerable and stripped of your once mighty powers to live alongside the creatures you love or despise.

Skill Proficiencies: Religion, one of your choice
Tool Proficiencies: Once of your choice
Languages: One of your choice
Equipment: A holy symbol (related to yourself), a set of common or traveler’s clothes, robes, and a belt pouch containing 10 gp.

DIVINE DOMAIN

When you were powerful, you held superior power over a domain of action and thought. Consider what your powers entailed, and how that shaped you to be the mortal you are today. Choose your domain of power, or choose from the table below.

d8	Specialty	d8	Specialty
1	Reroll	5	Nature
2	Knowledge	6	Tempest
3	Life	7	Trickery
4	Light	8	War

FEATURE: PROTECTION OF THE FAITHFUL

You have little problem convincing those that worshipped you that you are the deity they serve. You can achieve this by showing extensive and personal knowledge of the stories, artifacts, and symbols associated with yourself. You also know the names of your clerics, and a brief summary of their lives before you anointed them.

After convincing someone of your true identity, you gain their protection from hostile members of other faiths that seek to harm you, as long as you are within the city or town where the place of worship is located. They will resort to violence as a means of protecting you. If you ask them to, they will cover your tracks or delay your pursuers. They will not attack powerful foes or otherwise get into a situation more than they feel they can handle.

SUGGESTED CHARACTERISTICS

The fallen once possessed great power, but it was extinguished from them. This sudden turn leave a significant mark on how they view themselves, deities, mortals, and the multiverse.

d8 Personality Trait

- 1 I don’t mind telling people who I really am. They won’t believe me, anyway.
- 2 I try to make people convert their faith to the worship of me.
- 3 I sound like I know everything, because I do.
- 4 I always perk up or get curious when I hear my domain of power come up in conversation.
- 5 I dress to blend in (or stand out).
- 6 It irks me that mortals take a long time to do anything. It doesn’t help that now I’m the same.
- 7 I accept (or condemn) people of other faiths. I try to get along (or argue) with them.
- 8 I have little or no experience interacting with mortals. I have trouble socializing with them.

d6 Ideal

- 1 **Responsibility.** Being stripped of my power does not make me any less bound to my duty. It’s still my responsibility to guide and watch over mortals. (Good)
- 2 **Compliance.** I must get along with mortals and live by their rules if I wish to mingle with them. (Lawful)
- 3 **Liberty.** Now that I have lost my power, I can pursue a new passion and do as I wish. (Chaotic)
- 4 **Tyranny.** Being stripped of my power will not stop me from lording over mortals. (Evil)
- 5 **Secrecy.** I must keep my identity a secret if I wish to avoid real trouble. (Neutral)
- 6 **Restoration.** Someday I will get my power back. (Any)



d6 Bond

- 1 I will not rest until I've finally confronted those who took my power.
- 2 When my divine family abandoned me, the mortals took me in. I choose them over the gods any day.
- 3 My worshippers are valuable to me. They are the only ones I have left.
- 4 Despite my circumstances, I will do anything to protect other deities from suffering the same fate I have suffered.
- 5 I have come to appreciate the peaceful, quiet life of a mortal. Anyone who disturbs it will pay.
- 6 I will do anything for the mortal I fell in love with.

d6 Flaw

- 1 Admitting failures and mistakes is a thing mortals do.
- 2 I don't understand the value of a single mortal life – mortals can always make more mortals.
- 3 My temper makes me forget that I am no longer a powerful being.
- 4 I hardly feel sorry after doing something 'wrong' to anyone.
- 5 I feel miserable when my friends do better than me.
- 6 I will do anything to get my power restored to me. Anything.

VARIANT FALLEN: FORGOTTEN

You are an ancient, lost to history. Fewer and fewer came to be faithful to you, and others gained dominance. You have become forgotten, both in memory and power. You now live your life as a mortal.

If your predicament is caused by a lack or absence or worshippers, choose the Old Ruins feature instead of the Protection of the Faithful feature.

VARIANT FEATURE: OLD RUINS

If your character has a fallen background, you may select this background feature instead of Protection of the Faithful.

You know the locations of abandoned places of worship dedicated to you. Aside from being completely abandoned, there is no food to be found, and there's very few or no objects aside from furniture. Although these places are in varying stages of decay, they remain intact enough to be used as shelter.

FARMER

You are the most vital citizen in any land, the producer and grower of food. From a young age you learned to care for the land and do chores until dusk. From these humble origins you venture out into the world.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: One musical instrument of your choice and vehicles (land)

Equipment: A set of common clothes, a token given to you by your family when you left home, and a small pouch containing 5 gp

SIMPLE FOLK

Farmers of all types work across the land. Work with your DM to determine the type of land and work you specialized in, or roll on the table below.

d10	Farming Type	d10	Farming Type
1	Grain Field	6	Fruit Orchard
2	Rice Field	7	Vegetable Field
3	Vineyard	8	Horse Ranch
4	Cattle Ranch	9	Shepherd's Field
5	Poultry Farm	10	Fisher's Coast

FEATURE: FARMER'S ALMANAC

Thanks to a lifetime growing food, you are able to discern simple information. You can accurately predict the weather in your area for the next week. You know what food is worth, and you can haggle for a better price for produce.

Additionally, when looking for shelter in farmlands, common folk are always willing to host you so long as you offer aid around the property. Your hosts will not shelter you from the law if it would bring harm to themselves.

SUGGESTED CHARACTERISTICS

Farmers are humble and hardy folk with simple values. They hold to work ethic and emphasize communal ties.

d8 Personality Trait

- 1 The wisdom of my ancestors gives me a unique outlook on life.
- 2 As a child, I played hero. Now that I'm of age, I'm determined to become one.
- 3 Nothing is more important than a job well done.
- 4 I've never backed down from a barnyard brawl.
- 5 I may not be the best thinker, but there's a simple solution to everything.
- 6 I celebrate the little things in life because I don't know when the hard times will hit.
- 7 I couldn't wait to get out of my small life in the farmlands and into the broader world.
- 8 I'm hard to bore. There's always something I can do to improve myself.

d6 Ideal

- 1 **Diligence.** Don't put off to tomorrow work that can be done today. Laziness is a vice. (Lawful)
- 2 **Preparation.** Like the seasons, life changes frequently. Prepare for change and you'll come out on top. (Any)
- 3 **Generous Pride.** Watching another enjoy the fruits of your labor is one of life's luxuries. (Good)
- 4 **Freedom.** The landlord can't see everything that goes down in the stables. Enjoy life's little opportunities to let loose and have fun. (Chaotic)
- 5 **Pecking Order.** Every animal has a social hierarchy. I'm the strongest, so what I say goes. (Evil)
- 6 **Fairness.** Everyone helps around the farm from a young age, favorite child or not. All people must do their part. (Lawful)

d6 Bond

- 1 I set out to earn riches for my family so they don't have to live harvest to harvest.
- 2 I've worked the land, I love the land, and I will protect the land at any cost.
- 3 Bandits raped and pillaged my hometown. I will destroy those bandits one day.
- 4 My landlord is kind to his people. I will pay back that kindness and make him proud to be my liege.
- 5 I was born in bondage but earned my freedom. I will become rich enough to free my family.
- 6 I am in love with a friend. I will do anything to protect their perfect smile.

d6 Flaw

- 1 I distrust and dislike new people. Most people just weren't raised right.
- 2 I only know country manners, and I don't know proper behavior in civilized settings. I ain't no cosmopolitan.
- 3 I'm a gullible and naïve country person. It's easy for people to con me.
- 4 I was born and raised a servant to my betters. I find it hard to stand up to authority figures.
- 5 I'm a bit too fond of alcohol, and I don't hold my liquor well.
- 6 I got a girl pregnant, and ran from the wedding – a decision I regret. I'm prone to simply running from difficult situations instead of dealing with them.

IMMORTAL

By accident, artifice, or nature you have what some mortals have spent lives to attain: immortality (or, perhaps, such long life that outstretches any mortal race). You have lived for more than twice the time normally allotted, and you have your measure of memories and scars to show for it. After so many years your initial origins are much less important than the wealth of experiences you have gained in the world.

Skill Proficiencies: History, Insight

Tool Proficiencies: One of your choice

Languages: One of your choice

Equipment: One set of clothes that is two decades out of fashion, a small image of a dead mortal, a ring with three keys of differing sizes, a signet ring, and a coin purse containing 20 gp.

ORIGIN

Immortals gain their boon –or curse –from a variety of sources.

d8	Origin	d8	Origin
1	Curse	5	Inherent Nature
2	Gift	6	Magical Rite
3	Alchemical Discovery	7	Body Transformation
4	Fall from Origins	8	Greater Parentage

FEATURE: A NAME FOR YOURSELF

Either because you have passed into legend or because you masquerade as the next member of your family line, many people recognize your name. By invoking your name you are able to secure an audience with a local noble, or influence others to believe you will act in accordance with your reputation. Additionally, you are likely to have deeply ingrained working relationships with at least one organization in the world –work with your DM to determine the nature of that relationship.

SUGGESTED CHARACTERISTICS

Immortals are so long lived in the world that they tend to carry more than the usual amount of happiness, sorrow, loss, and jubilation.

d8 Personality Trait

- 1 My long life has not inhibited my will to love, laugh, drink, and wrest the most out of every moment.
- 2 Because I have so much experience in the world I view most mortals as students, apprentices, or children.
- 3 I draw away from the world not because I am ignorant of what it might hold, but because I know it too well.
- 4 I am wary of becoming attached to mortals because I know that long after they pass on I will still be here.
- 5 I welcome my immortality as an opportunity to fashion changes on the world as I live through the centuries.
- 6 I am in a constant search for something, anything, that can guide my exceedingly long life.
- 7 When making a decision I tend to take the long view instead of the short.
- 8 I worked for so long to achieve immortality, and now that I have it I'm not quite certain what I should be doing with it.



d6 Ideal

- 1 **Tradition.** The stories, legends, and songs of the past must never be forgotten. (Neutral)
- 2 **Challenge.** Life is worth living when there are obstacles to overcome, problems to face, and changes to adapt to. (Chaotic)
- 3 **Expertise.** True knowledge and application of a skill is a mark of maturity and greatness. (Any)
- 4 **Order.** Through organization, planning, and forethought great success can be achieved – and I have more than enough time for all three. (Lawful)
- 5 **Wisdom.** By learning from other beings and being conscious of my acts, I can make my existence a boon to the universe. (Good)
- 6 **Mastery.** Control and domination over others ensures my existence and place in the world for eons to come. (Evil)

d6 Bond

- 1 I must find or follow the path to make myself mortal once more.
- 2 They may not know of me, but I am fiercely protective of my mortal progeny.
- 3 I have been searching my whole life for the answer to a certain question.
- 4 There is an organization to which I am forever bound in service.
- 5 I must atone for the acts I committed to gain immortality.
- 6 I must accomplish some greater purpose that can only be achieved in a span much longer than a mortal life.

d6 Flaw

- 1 I find it hard to take day to day matters seriously.
- 2 I live in my past – my sorrows, glories, and achievements.
- 3 Past experience has taught me to be unusually suspicious or trusting of a race, nationality, or other group of individuals, despite current events that indicate change.
- 4 They say I was on the wrong side of history, but so long as I live I will never concede defeat.
- 5 My pride will probably lead to my destruction.
- 6 I have trouble seeing mortals as more than temporary pawns.

INVESTIGATOR

You have dedicated your life to pursuit, revelation, and apprehension. Your training has taught you how to determine the truth of a matter through steady analysis and firm inquiry.

As an investigator, determine how you apply your skills in the world. Do you work for the government, an organization, a private business, or do you operate your own enterprise? What caused you to take up the broader mantle of an adventurer?

Skill Proficiencies: Investigation, and one from Insight or Perception

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of common clothes, a traveling longcoat, official detective's documents, a piece of evidence or memento from a cold case, a notebook, and a belt pouch containing 10 gp



FEATURE: INVESTIGATOR'S DECLARATION

As an investigator you may declare your profession, identifying yourself as one who is determined to ascertain truth. When proclaimed this can give a civilized creature pause, encourage them to flee, or cause them to be more willing to talk to you. This declaration may be accompanied by an official sigil which permits you to operate within the bounds of your government or organization, or your very disassociation with greater authorities may curry favor with creatures you converse with.

SUGGESTED CHARACTERISTICS

An investigator who takes up the life of an adventurer expands their sphere of concern to the greater world, but still applies an investigative ethos in their travels.

d8 Personality Trait

- 1 I cannot abide injustice, and I will act out against it even when facing unfavorable odds.
- 2 I am always on the lookout for criminal activity.
- 3 I consider the facts carefully before I make any decision.
- 4 I have a fixation on determining the motives and psychology of others, even my closest friends.
- 5 My investigations have shown me enough of the world to know that I want no part of it.
- 6 I am used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
- 7 I like to reserve all my knowledge until the most dramatic moment, so I can display it to others and dazzle them with my brilliance.
- 8 I don't know much, but my hunches have never led me wrong in the past.

d6 Ideal

- 1 **Community.** All acts must be in the interest of strengthening the welfare between people. (Good)
- 2 **Greater Good.** Punishment of evil is the highest good. Procedure too often only plays the role of shackles and an excuse for inaction. (Chaotic)
- 3 **Prestige.** Everything I do is targeted at increasing and showing my standing – it's all anyone can depend on. (Evil)
- 4 **Logic.** There are no coincidences because everything can be explained. (Lawful)
- 5 **Truth.** Lies always obscure beauty, and finding truth is like the clear peal of a bell. (Neutral)
- 6 **Challenge.** Wit, strength, and intelligence mean nothing until matched to trials of comparable power. (Any)

d6 Bond

- 1 There is a criminal in my past that got away, and I have sworn to bring them to justice.
- 2 I became a detective to prevent a certain crime that I was the victim of in the past.
- 3 I've discovered the crime of a powerful person, and I've hidden the truth – for now.
- 4 I firmly believe in the guiding precepts of my organization.
- 5 My town or city is my home, and I will fight to defend it.
- 6 I owe everything to another detective who taught me everything I know.

d6 Flaw

- 1 I know the common people are criminals, and it is only by my harsh hand that they are controlled.
- 2 I enforce the law stringently, with no room for personal concerns or individual circumstance.
- 3 I'm not averse to accepting a bit of money on the side for my hard work.
- 4 I obsess over my current case, to the detriment to all other aspects of my life.
- 5 I would commit almost any crime to get to the bottom of a case.
- 6 I overlook simple solutions in favor of complicated ones.

JUDGE

Your duty is to uphold laws. Before becoming an adventurer you presided over a court or tribunal, managing proceedings and sentencing criminals to punishments fit for their crimes. Your job required a deep understanding of the law which you used to resolve conflicts both clear-cut and indefinite.

Skill Proficiencies: History, Insight

Languages: Two of your choice

Equipment: A scroll declaring your authority signed by a king or other official, a book of law, a formal uniform you wear to court, a set of common clothes, and a belt pouch containing 15 gp

FEATURE: LEGAL AUTHORITY

You are familiar with the letter of the law and the workings of the courts. If you or your party gets into legal trouble, you are well equipped to represent them in a court of law. You may know of legal loopholes that will help your case, or have personal connections to legal professionals that can assist you.

If in a foreign land, you are able to track down their system of laws you can learn the shape of their legal system after studying their laws for a single day.

SUGGESTED CHARACTERISTICS

A judge's career is centered on issues of right, wrong, and punishment. They are accustomed to being respected and in control.

d8 Personality Trait

- 1 I quote the law like a religious fanatic quotes scripture.
- 2 I bang my weapon like a gavel whenever I want a rowdy group's attention.
- 3 I remain impartial when making decisions, even where most would be influenced by biases and loyalties.
- 4 Evidence is necessary to back up any claim.
- 5 I insist on settling all disagreements through court proceedings, or as close to that as I can manage.
- 6 I have to hear all sides of a story, but I secretly hate listening to people whine about how unfairly they're treated.
- 7 I am happy to make sacrifices for the sake of fairness.
- 8 I will not attack a person unless someone can prove they are doing something wrong.



d6 Ideal

- 1 **Law.** I will follow the letter of the law always, no matter what I believe. (Lawful)
- 2 **Justice.** My duty is to mete out punishments that are merited by their crimes. (Good)
- 3 **Reform.** Laws can be corrupt, and I strive to free people from the bad ones. (Chaotic)
- 4 **Punishment.** I will punish all those who have committed great evils. (Any)
- 5 **Control.** I enforce the law only where it benefits me. (Evil)
- 6 **Stability.** The purpose of law is to keep civilization from collapsing. The spirit of that goal is more important than the letter of the law. (Neutral)

d6 Bond

- 1 I once allowed a dangerous criminal to go free, and I don't plan to let them get away again.
- 2 All those who strive to uphold the law are my allies.
- 3 I have sentenced an innocent man to a horrible punishment, and that guilt still haunts me.
- 4 There is an ethical cause that I would give my life for.
- 5 I dream of memorizing the laws of every civilization.
- 6 I am enamored with the legal system of my own culture, and want to spread its tenets everywhere.

d6 Flaw

- 1 Mercy is a foreign concept to me.
- 2 I am unwilling to admit when I am wrong.
- 3 I become unreasonably enraged at even the slightest injustice.
- 4 I expect others to adhere to the law, but I am above it.
- 5 If there isn't a law in the books to handle a dilemma, I can't make a decision.
- 6 The punishments I deal are cruel and unusual.

VARIANT JUDGE: LAWYER

Your home is a place where the legal system gives prosecutors and defendants the right to hire a legal specialist to argue their case. You know the law as well as any judge, but your job is to use it to protect your client. Replace your History proficiency with Persuasion.

NOMAD

Nomads are people which have no single place to call home. Many travel with an entire community and carry with them rich cultures, but some travel in much smaller groups or alone. Nomads are seldom fully welcomed by larger, more static societies, which view them as outsiders and fear their otherness. But tinkers, itinerant healers, and theatre troupes are seldom turned away.

Skill Proficiencies: Insight

Languages: Two of your choice

Equipment: A set of travelling clothes including a cloak, a staff, and a belt pouch containing 5 gp

NOMADIC TYPE

Unconnected as you are to any greater society, you survive by alternative means. Your lifestyle is characterized by your activities, which determines a second proficiency provided by this background. Below are examples; you may work with your DM to create a different nomadic type as needed.

d10	Type	d10	Type
1	Pastoralist (Animal Handling)	6	Craftsman (Expert Craftsman*)
2	Hunter-gatherer (Survival)	7	Con Artist (Deception)
3	Performer (Performance)	8	Merchant (Persuasion)
4	Healer (Medicine)	9	Prophet (Religion)
5	Raider (Athletics)	10	Chronicler (History)

*An expert craftsman chooses one type of artisan's tools. You gain proficiency with those tools and your proficiency bonus is doubled for any ability check that uses those tools.



FEATURE: WORLDLY

Your unceasing travel of the world has allowed you to glean insights and connections into settlements you travel to. Work with your DM to determine where you have travelled in your past, if only generally. When you visit a settlement you have visited before, you know one local who can point you toward a good place to stay a night.

When you visit a settlement you have not visited before, you may spend 10 minutes observing the new location. If you do, the DM provides you with one significant observation about the location's culture. You may glean one new piece of information each day.

SUGGESTED CHARACTERISTICS

Nomads are continually at the outside of larger society, which separates them from many conventional social norms and customs.

d8 Personality Trait

- 1 I am slow to trust people that are not members of my social group.
- 2 I place no stock in wealthy or well-mannered folk. High-minded values and ideas teach you nothing about the world as it is.
- 3 I'm full of witty aphorisms and have a proverb for every occasion.
- 4 I travel incessantly because no place could bear to keep me for very long.
- 5 I never feel satisfied in one place for long, and I quickly feel the need to move on.
- 6 I don't mind fleecing someone if they don't know the true price of what they seek.
- 7 I feel that I must share my gifts with all places in the world, not just one land or kingdom.
- 8 I enjoy travelling to new lands and making new friends over a flagon of ale.

d6 Ideal

- 1 **Tradition.** The long standing traditions of my people must be honored and upheld. (Lawful)
- 2 **Community.** We have to take care of each other, because no one else is going to do it. (Good)
- 3 **Creativity.** The world is in need of new ideas and bold action. (Chaotic)
- 4 **Loyalty.** I do not give my word of friendship easily, but when I do it is for life. (Any)
- 5 **Live and Let Live.** Meddling in the affairs of others only causes trouble. (Neutral)
- 6 **Retribution.** Those that have wronged me in the past will suffer in the way that I have suffered. (Evil)

d6 Bond

- 1 I would do anything for the members of my nomadic community.
- 2 I suffer awful visions of a coming disaster and will do anything to prevent it.
- 3 I will bring down terrible wrath on the evildoers who destroyed my family.
- 4 I am on the run from a greater power than myself, and if I stop moving then they might find me.
- 5 I have been searching my whole life for the answer to a certain question.
- 6 No one else should have to endure the hardships I've been through.

d6 Flaw

- 1 I'll never fully trust anyone other than myself.
- 2 I turn tail when things look bad.
- 3 If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
- 4 I believe that my profession is the most important craft to pursue, above all other ideals.
- 5 I disdain the laws of other societies, and I have no compunctions against breaking them at a whim.
- 6 I am deeply mistrustful of the members and customs of other societies.

SERVANT

You understand wealth, power, and privilege—you just never had any of it yourself. Those with noble titles, merchant empires, and large castles need people to take care of their day-to-day affairs, and you know that life well.

You lived—or live—your life in service to a family of middle or higher class. You are more familiar than most with the ins, outs, and back roads of the upper crust of society. Interacting with the rich and powerful has taught you much about their world and given you some keen and humble insights into human nature.

Work with your DM to determine your place of service in the world and the master who you've served. Are you an indentured servant, working off the final years of debt to an unkind master? Do you serve your master's family, just as your ancestors served them before you? Do you hope to rise in your position of service in the household over a number of years, or is this only temporary work for you?

Skill Proficiencies: Choose two from Athletics, Insight, and Perception

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of serving clothes, a set of common clothes, a gaming set (your choice), a token of your service (e.g., embroidered napkin, contract of service, stolen silverware), and a belt pouch containing 10 gp.

PROFESSION

The serving duties of most households are in a hierarchy based on merit and years served.

d10	Profession	d10	Profession
1	Butler	6	Chauffer
2	Housekeeper	7	Child Rearer
3	Cook	8	Bodyguard
4	Groundskeeper	9	Menial Laborer
5	Field Hand	10	Sex Worker

FEATURE: POSITION OF SERVICE

Interacting with upper classes takes a certain amount of tact, understanding, and deft side-stepping. It also fuels a special kind of camaraderie with the serving class, no matter who they serve. If you interact with nobility, then you know how to give them shows of deference and respect that they expect from those of lower status. If you interact with the serving class, you can use your similar experience to ingratiate yourself to them and cause them to interact with you more favorably.

SUGGESTED CHARACTERISTICS

Life as a servant shapes you—some find a good place in their service, some are broken by it, and some chafe against it all their lives.

d8 Personality Trait

- 1 I've scraped shit from a wooden floor and eaten food that was unfit for my master's table. I'm not afraid to stoop down a bit to get things done.
- 2 Service to something greater than myself allows me a place and purpose in the world.
- 3 I placed myself in service to a noble because I find the world of finery, status, and extravagance to be thrilling and I wanted to be closer to it.
- 4 I know that nobles are no different than the common folk, because I've changed noble diapers and seen great men die to common illness.
- 5 As a rule, I enjoy serving others and allowing my assistance to guide them in their pursuits.
- 6 I'd been in service to one family for most of my life, and now that I am free I will make the most of my new life.
- 7 No matter the company I keep or the situation I find myself in, I will hold myself to the laws of propriety.
- 8 When something needs to be done, hard work and diligence are better than doing a sloppy job.

d6 Ideal

- 1 **Respect.** Respect is due because all people, regardless of station, deserve to be treated with honor. (Good)
- 2 **Dignity.** More than anything else, I will not abide a stain on my character or a question about my moral standing. (Any)
- 3 **Loyalty.** I do not give my word, service, or friendship easily, but when I do it is for life. (Lawful)
- 4 **Excellence.** In all things, I take a certain pride in a job well done and mastery of one's work. (Neutral)
- 5 **Independence.** I know that those I served are no better than those serving, and I seek to break down those barriers of thought and act. (Chaotic)
- 6 **Power.** By being a cunning counselor and firm servant, I can gain power through those that I serve – by any means necessary. (Evil)



d6 Bond

- 1 Nothing is more important than service to my master's family.
- 2 I am the last remaining person that knows my masters' secret, and I must act upon it.
- 3 I am in love with a noble from a house that I served in, and I would do anything to keep their safety.
- 4 I will get revenge on the evil forces that destroyed my master's family line.
- 5 No one in my family ever had their names inscribed in legend – it is up to me to start a tradition of greatness.
- 6 I have a responsibility to support and fight for the common folk, not the nobles.

d6 Flaw

- 1 Because of my years of service to difficult masters, I behave as though I am inferior to others around me.
- 2 I hear veiled references to my inferior status in every word offered by nobles, and I am quick to anger towards them.
- 3 Unless it is really important to me, I tend to allow others to make my decisions for me.
- 4 I can't help myself – sometimes I steal small, expensive items that I believe no one will miss.
- 5 I expect others to hold themselves to high standards of code and propriety, and look down on those that fall short of my expectations.
- 6 Most of the time, I want to only do the bare minimum to avoid the displeasure or ire of those more powerful than me.

VARIANT SERVANT: SLAVE

You spent your labor working at much the same job as any other servant, but you were not paid for your labor and your very body was owned by another. Most institutions of slavery allow for other debasements to be visited upon its slaves.

If you are currently a slave, you have a master which the legal system dictates you must answer to. If you are free, you start with documents proving your freedom as your token of service. In any case, you start with only 2 gp.

SHAMAN

You live your life as a mediator, diviner, storyteller, healer, and psychopomp. Among your people you serve as a carrier of traditions and conduit of archaic wisdom. A shaman performs spiritual services for their community, paying obeisance to those spirits that will provide boons, and doing combat with spirits that would cause harm.

Skill Proficiencies: Choose two from Arcana, Nature, Medicine, and Religion

Tool Proficiencies: Herbalism kit, poisoner's kit

Equipment: Herbalism kit, poisoner's kit, two sacred ritual items, and a belt pouch containing 5 gp

TRADITIONAL SPIRITS

As a shaman, you have learned to revere all spirits, but your learning is typically characterized by one type.

d10	Spirit	d10	Spirit
1	Ancestral	6	Elemental
2	Fey	7	Undead
3	Plant	8	Astral
4	Animal	9	Fiend
5	Archetypal	10	Celestial



FEATURE: PARLEY WITH SPIRITS

Your knowledge of a variety of spirits increases your ability to interact with them. If confronted by any intelligent spirit (as listed above), you can invoke the ancient ways of communion between your kind and theirs. You make a great display of respect and tradition, and the entity is inclined to be more favorable to you and your party. Communing gives an opening: an intelligent spirit may give a chance to talk, a friendly spirit may be more helpful, and a hostile spirit may rethink a violent act.

SUGGESTED CHARACTERISTICS

Shamanistic practices are employed to preserve social order and benefit individuals in your society.

d8 Personality Trait

- 1 I am slow to trust people that are not members of my social group.
- 2 I am deeply reverent of the spiritual world - people and cities are not important in comparison.
- 3 The spirit world is a terrible and brutal place, and so am I.
- 4 I have faced oppression for my beliefs, and I am reticent to express them.
- 5 Tradition is the backbone of any society, and following it gives much benefit.
- 6 The spirits are in control of our fate and we only act out the part.
- 7 The spirits have taught me to be tolerant and understanding of all creatures.
- 8 Mortal life is less real and important than the world of the spirits.

d6 Ideal

- 1 **Tradition.** The ancient traditions of my ancestors must be honored and upheld. (Lawful)
- 2 **Wild.** Nature abhors a wall. (Chaotic)
- 3 **Wisdom.** The path to power and improvement is through the understanding of ancient wisdom. (Any)
- 4 **Power.** Communion with the spirits can offer the path toward power and domination. (Evil)
- 5 **Balance.** Both the mundane and spiritual world seek balance in all things. (Neutral)
- 6 **Greater Good.** It is my duty to use my abilities to help people and assist the ailing. (Good)

d6 Bond

- 1 I must always protect my homeland and my people.
- 2 Protection of the spirits and the natural order is paramount.
- 3 I sold my soul for greater deeds and power. I hope to do great deeds and win it back.
- 4 My life is my devotion to my people and their traditions.
- 5 I have been searching my whole life for the answer to a certain question.
- 6 I have been entrusted with a powerful secret, and I must not let it fall into the wrong hands.

d6 Flaw

- 1 I find it hard to take worldly matters seriously.
- 2 I only value the needs of my tribe and I do not care for other civilizations.
- 3 The spirits often interfere with my life and request things of me.
- 4 I am in awe of the spirits and am afraid to act against them.
- 5 I am flighty and prone to distraction.
- 6 I am deeply mistrustful of members of other faiths.

UNDERTAKER

You have spent your life in service of preparing, interring, and protecting the dead. You tend to the dead, preparing corpses in a manner in keeping with your craft and preferred by the family of the deceased. The handling of the dead is taboo in many societies, so the undertaker's role is to do what others would not - many find themselves shunned by the people they serve. Though undertakers may be ridiculed and ignored, they are a necessary part of their communities.

Skill Proficiencies: Medicine, Religion

Tool Proficiencies: Disguise Kit

Languages: One of your choice

Equipment: A holy symbol (a gift to you when you became an undertaker), a hammer, a set of fine clothes, a small knife, a vial of perfume, a needle, thread, and a belt pouch containing 15 gp.

FEATURE: RESPECT FOR THE DEAD

While most are repulsed by or shy away from it, you have made your living handling the dead. You are familiar with the religious rites, funerary services, and corpse treatments of most societies. Your experience often results in you having unquestioned access to unsavory places, such as crime-scenes, morgues, and cemeteries. In addition, due to the unpleasant nature of your trade you are less likely to attract scorn for possession of corpses, bones, and other normally taboo items.

SUGGESTED CHARACTERISTICS

An undertaker is defined by the place held in their community and the expertise of their craft.

d8 Personality Trait

- 1 I do not believe that all things in life are worth suffering for.
- 2 I pay no mind to others' status and wealth.
- 3 My trade is my art. Through my art I can provide warmth, sympathy and understanding from those of the deceased.
- 4 I am constantly aware of my own mortality, and it terrifies me.
- 5 I have internalized my community's scorn.
- 6 I prefer the company of the dead to the living.
- 7 The living are not so bad – it's the faces of the dead that haunt me.
- 8 I will not mourn for the dead, but celebrate the life they endured.

d6 Ideal

- 1 **Tradition.** The traditions and knowledge of my craft must be continued through myself and spread to others (Lawful)
- 2 **Generosity.** I will gladly pay out of my own pocket for the proper preparation and burial for those who can afford none. (Good)
- 3 **Community.** To those who die, and have none to attend, I will stand at their wake to lay their soul to rest. (Neutral)
- 4 **Fairness.** Before death, even the highest of elven lords and the lowest of peasants are judged equally. (Any)
- 5 **Freedom.** The nature of my trade lets me freely partake in the taboos of my craft. (Chaotic)
- 6 **Power.** The bones and bodies of my craft will continue to serve me in this life and into the next. (Evil)

d6 Bond

- 1 I owe my training to my family, and the skill they gave to me will not pass from this world when it's my time to go.
- 2 My job has a complex importance in the world, and I know that I must put all dead that I encounter to rest.
- 3 It is my duty to protect the dead from mutilation, desecration, and defilement.
- 4 I feel compelled to work to preserve and improve the cemeteries that I come across in my travels.
- 5 I have an affinity for the dead, but I am sworn to hate the undead in all its forms.
- 6 I feel an intimate affinity with those that have lost, as I have also felt their pain.

d6 Flaw

- 1 I've spend so much time around death that I have no qualms with bringing it to others.
- 2 I am socially inept at interacting with the living.
- 3 I believe that bodies are, essentially, meat - even when they are living.
- 4 I steal from the dead – what good will money do them in the afterlife?
- 5 I overindulge in the delights of the world to make up for the dead who cannot.
- 6 I become irrationally angry at those who speak ill of the recently deceased.



APPENDIX: PERSONAL DECISIONS

As detailed in *Xanathar's Guide to Everything*, you may use these tables to help you create your character. Roll on the appropriate table as soon as you decide your background or at any later time if you choose. If a background includes a special decision point, such as a shaman's traditional spirit or a servant's profession, it's best to make that determination before using the pertinent table below.

ADVENTURER

d6 I became an adventurer because ...

- 1 My parents are famous adventurers who trained me to follow in their footsteps.
- 2 A group of adventurers found me when I was a lost, abandoned child and they raised me as their own.
- 3 I was trained to be a professional monster hunter.
- 4 An adventuring party saved my life, so I swore my loyalty to them and followed them as a servant.
- 5 I set out in search of adventure when I was a bright-eyed, optimistic youngster and never looked back.
- 6 I was an apprentice at an adventurer's guild.

BARKEEP

d6 I became a barkeep because ...

- 1 I wanted to be source of comfort for people down on their luck.
- 2 I loved being able to spend the whole day chatting with strangers and friends.
- 3 The antics of drunks never cease to amaze me.
- 4 I inherited a tavern, and I didn't want to turn my back on family tradition.
- 5 I was already at the bar seven days a week, so I figured I might as well get paid for it.
- 6 I delighted in inventing new and exciting drinks.

BEAUTY

d6 I became a beauty because ...

- 1 It was the only way out of a life of poverty and hard labor.
- 2 A wealthy noble became enamored with me, and I have left my old life behind in favor of my new one.
- 3 Others are given gifts of skill or intelligence – I exercise my gifts for gain just as they do.
- 4 My parent schooled me in the ways of beauty and etiquette so that I might be wedded above my station.
- 5 My work requires me to behave and dress differently in order to be more pleasing to others.
- 6 I was taken off the streets because my beauty was recognized as a commercial asset.

CAREGIVER

d6 I became a caregiver because ...

- 1 I or my lover became pregnant, and I knew that I bore a responsibility to the child.
- 2 I gained employment caring for the children of the rich and powerful.
- 3 My family has always been charged to protect and guide scions of a certain family.
- 4 I prefer the company of playful children to serious adults.
- 5 Children, who have not yet created any suffering, are often those that suffer most. I feel a need to shelter and guide them.
- 6 I hoped that I could help the coming generation to be more intelligent, connected, and wise than my own.

CARTOGRAPHER

d6 I became a cartographer because ...

- 1 A new expanse of territory opened up, and I was selected to chart those unknown lands.
- 2 A government or guild was paying good money to know where minerals or other treasures were located.
- 3 I knew that only by charting the wilds can I convince the government to save them.
- 4 I gained evidence of a place thought to be lost or fictitious, and I set out to find it.
- 5 The winds have always played a more pleasing song to my ear than any bard's song.
- 6 I wanted to get as far as possible from my old life.

CLOCKMAKER

d6 I became a clockmaker because ...

- 1 I felt an urgent desire to mend a pocket watch which had been in my family for generations.
- 2 The chaos of the world falls away when I focus on the gears and springs of a clock.
- 3 I was trained to be the caretaker of a singular timepiece of great importance.
- 4 My ancestors were farmers, sailors, and laborers. I wanted a more thoughtful vocation.
- 5 My family apprenticed me to a clockmaker at a young age because they wanted me to have a better life than they had.
- 6 I was taken in by a clockmaker in my youth, and they taught me everything I know.

CULTIST

d6 I became a cultist because ...

- 1 I was born into it; almost my entire family was part of the cult.
- 2 The actions of a local priest caused me to become disillusioned with my previous religion.
- 3 A recruiter for the cult found me when I was at the lowest part of my life.
- 4 A lover or family member joined the cult, and they convinced me to follow them.
- 5 I witnessed a sign of the cult's power with my own eyes.
- 6 I was eager to study a new religious movement from the inside, and I became a follower myself.

DISPLACED

d6 I became displaced because ...

- 1 A terrible accident occurred with a dimensional transport device, leaving me stranded.
- 2 A desperate cult or circle of wizards summoned me using an ancient ritual.
- 3 I fell through the hole of a groundhog, mole, or other burrowing mammal, emerging in this world.
- 4 I found a strange book, describing a fantasy realm. On reading it, I was transported to the world in its pages.
- 5 An agent from the fantasy world found a way to enter mine, and persuaded me to return back with them.
- 6 I tumbled through a portal while exploring an old amusement park.

DOCTOR

d6 I became a doctor because ...

- 1 It was the only way I could settle my deep seated curiosity about humanoid anatomy.
- 2 I was appalled by the suffering around me, and wanted to do what I could to alleviate it.
- 3 My family sent me to a prestigious medical school, where I learned from the best.
- 4 My life was saved by the swift intervention of a doctor when I was a child. I hope to bless others with the same good fortune.
- 5 One or both of my parents were doctors, and I grew up surrounded by the medical profession.
- 6 I constantly injured myself through clumsiness or bad fortune, and I learned to stitch cuts and set breaks using myself as the subject.

FALLEN

d6 I became fallen because ...

- 1 I was tricked by a trusted friend and ally.
- 2 I grew weary of my existence, so I forsook my powers, mantles, and responsibilities.
- 3 I have been cast out and stripped of my powers by other beings of great power.
- 4 I wished to affect the world in a way that was impossible when I held great power.
- 5 The source of my power was disrupted, destroyed, or exhausted itself.
- 6 I fell out of favor or otherwise became forgotten amongst mortals.

FARMER

d6 I became a farmer because ...

- 1 I inherited an obscure patch of land from a distance relative, and hated to see it go to waste.
- 2 I left behind the city life in pursuit of peace and simplicity.
- 3 I get along with farm animals better than with people.
- 4 I hated the thought of relying on others for something as simple as food.
- 5 My family's fortune was tragically ruined, and we were forced to find work as tenant farmers to make ends meet.
- 6 My pappy was a farmer, and his pappy, and his pappy, and...

IMMORTAL

d6 I chose to become immortal because ...

- 1 I was afraid of the unknown, and what may greet me on the other side of death.
- 2 I needed to cheat my way out of a deal for my soul.
- 3 I didn't want to miss out on all the grand poems, historic summits, and heroic deeds that would happen after my time.
- 4 The world is a beautiful place, and I didn't want to stop experiencing all that it has to offer.
- 5 I have sworn myself to guard a place, person, or idea for all eternity.
- 6 I did not choose to be as I am – I became immortal by way of nature or circumstance.

INQUISITIVE

d6 I became an inquisitive because ...

- 1 I was victim to a terrible crime, and I vowed to prevent it from happening to any other.
- 2 I needed to eat, and people are willing to pay for me to sort out their problems.
- 3 I found that I delighted in the game of solving a crime, and others came to know me for my work.
- 4 My city had become rotten with filth and the unrighteous.
- 5 I held great admiration for a member of my family that was also an inquisitive.
- 6 I am a double agent, and I work for a criminal or other organization seeking information and influence.

JUDGE

d6 I became a judge because ...

- 1 A friend or relative was ruined by a faulty legal judgement. I resolved to learn the law myself so I could protect others.
- 2 I was a devout follower of a deity of justice, and wished to be their agent in the world.
- 3 The elaborate arguments and nuanced terminology of legal writings delighted me.
- 4 It promised me power, respect, and unquestioned authority in the courtroom.
- 5 I followed in the footsteps of a famous ancestor, renowned for the sober judgement and wisdom.
- 6 I wanted to be poet, but my parents insisted I get a 'practical' job.

NOMAD

d6 I became a nomad because ...

- 1 I was exiled from my people and made to wander the land until I have redeemed myself.
- 2 My people are popularly thought to be unsavory, corrupt, or wicked. We kept on the move for our own safety.
- 3 My brethren and I were in search of a certain place where we will finally lay down our burdens.
- 4 I went where there was work, and the work was on the road.
- 5 I'm run out of any town that keeps me for longer than a fortnight.
- 6 My tribe has always been itinerant, moving as the seasons and circumstance dictated.

SERVANT

d6 I became a servant because ...

- 1 I hoped to attain a distinguished position of service within my household.
- 2 Though I was greater than my station, I had been forced to serve by circumstance or a powerful foe.
- 3 My family was desperately in need of the money that service to a noble would provide.
- 4 I owed a great debt to the family I served.
- 5 I traded passage to a new land for a number of years of servitude to my master.
- 6 I needed a job, and someone offered it to me. Nothing more.

SHAMAN

d6 I became a shaman because ...

- 1 I was marked at my birth to become the spiritual leader for my people.
- 2 My ancestors have all carried this burden.
- 3 In accordance with ancient rites, I was sent in my youth to live with certain spirits that educated me in their ways.
- 4 My predecessor saw great promise in me, and tutored me in their ways.
- 5 I did combat with and bested certain spirits when they threatened my people, and I have been recognized for that feat ever since.
- 6 As a child, the local spirits were my friends and guides. My work is, in part, a service to them.

UNDERTAKER

d6 I became an undertaker because...

- 1 When those around me were dying in droves, I knew I could be a source of solace to ease their grief.
- 2 I have never been queasy at the sight of the dead, and I needed work – now it's the role I play.
- 3 There's a good bit of money to be made in all the accoutrement that goes alongside death.
- 4 My family has always shepherded the souls of my people to the afterlife.
- 5 I was recognized for my uncanny, perhaps magical, connection to death and so was trained in my craft from a young age.
- 6 I was called upon by a deity or other powerful being to usher the living into death.